# EAST Search History

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|---|---|---|---|---|---|---|
| L1 | 51 | (rigid adj body) near simulat$4 | US-PGPUB; USPAT; EPO; DERWENT | OR | OFF | 2007/01/19 17:32 |
| L2 | 0 | (rigid adj body) near simulat$4 | IBM_TDB | OR | OFF | 2007/01/19 17:32 |

# EAST Search History

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|---|---|---|---|---|---|---|
| L2 | 851 | 703/6.ccls. | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:16 |
| L3 | 17 | collodi.in. | US-PGPUB; USPAT | OR | OFF | 2007/01/19 13:34 |
| L4 | 71 | physics adj engine | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:37 |
| L5 | 55 | physics adj package | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:38 |
| L6 | 59 | game near physics | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:52 |
| L7 | 1435 | computer and game and physics and object$1 | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:53 |
| L8 | 659 | L7 and dynamic$1 | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:53 |
| L9 | 203 | L8 and collision$1 | US-PGPUB; USPAT | OR | OFF | 2007/01/19 14:54 |
| L11 | 4 | (physics adj engine) not L4 | US-PGPUB; USPAT; EPO; DERWENT | OR | OFF | 2007/01/19 15:02 |
| L12 | 9 | (physics adj package) not L5 | US-PGPUB; USPAT; EPO; DERWENT | OR | OFF | 2007/01/19 15:03 |